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☐	L12	(crop$5 or clip$4) same edge same face and region same interest and (closer or nearer) same (center or central)	6
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☐	L8	382/118.ccls.	520
☐	L7	382/282.ccls.	474
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☐	L5	382/291.ccls.	583
☐	L4	345/620.ccls.	231
☐	L3	345/619.ccls.	1040
☐	L2	345/421.ccls.	450
☐	L1	345/419.ccls.	2253

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Terms used
cropping same graphical same image and **moving same closer** or **nearer same center** or **central same regio**

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1 Level set and PDE methods for computer graphics
David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dyn surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equatio solve problems in computer graphics, geometric modeling and computer vision. This will include structure and behavior of several different types of differential equations, e.g. the level set eq ..

2 Projectors: advanced graphics and vision techniques
Ramesh Raskar
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(6.53 MB) Additional Information: full citation

3 High dynamic range imaging
Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of t main reasons that most image acquisition, processing, and display techniques use no more thar eight bits per color channel. This course outlines recent advances in high-dynamic-range imagir from capture to display, that remove this restriction, thereby enabling images to represent the gamut and dynamic range of the original scene rather than the limited subspace imposed by cu monitor ...

4 GPGPU: general purpose computation on graphics hardware
David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aa Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architectura GPUs are highly parallel s ...

5 Real-time volume graphics
Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskc
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.63 MB) Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rap This course covers both applications in scientific visualization, e.g., medical volume data, and re time rendering, ...

6 Status report of the graphic standards planning committee
Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

7 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-th art of graphic software packages
Compuater Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3
Publisher: ACM Press
Full text available: pdf(9.03 MB) Additional Information: full citation, references

8 Pen computing: a technology overview and a vision
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3
Publisher: ACM Press
Full text available: pdf(5.14 MB) Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as as in the computer industry itself. The visible difference from other technologies is in the use of pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a shoi historic ...

9 Computational Approaches to Image Understanding
Michael Brady

March 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 1
Publisher: ACM Press
Full text available: pdf(10.04 MB) Additional Information: full citation, references, citings, index terms

10 Vision and the graphical simulation of spatial structure
W. A. van de Grind
January 1987 **Proceedings of the 1986 workshop on Interactive 3D graphics**
Publisher: ACM Press
Full text available: pdf(3.51 MB) Additional Information: full citation, abstract, references, citings, index terms

One important message of this paper is that vision research is highly relevant to 3D graphics technology and that modern electronic graphical systems can and soon will strongly stimulate tl further development of vision science. First an outline is given of ecological optics, the discipline trying to describe the visual information available to an active (mobile, structure-seeking) obse Whereas ecological optics describes the available visual structure, the observables, psychophysi

11 Collision detection and proximity queries
Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course i good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

12 A Characterization of Ten Hidden-Surface Algorithms
Evan E. Sutherland, Robert F. Sproull, Robert A. Schumacker
March 1974 **ACM Computing Surveys (CSUR)**, Volume 6 Issue 1
Publisher: ACM Press
Full text available: pdf(4.47 MB) Additional Information: full citation, references, citings, index terms

13 Special issue: Game-playing programs: theory and practice
M. A. Bramer
April 1982 **ACM SIGART Bulletin**, Issue 80
Publisher: ACM Press
Full text available: pdf(9.23 MB) Additional Information: full citation, abstract

This collection of articles has been brought together to provide SIGART members with an overvi of Artificial Intelligence approaches to constructing game-playing programs. Papers on both the and practice are included.

14 The elements of nature: interactive and realistic techniques
Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and produc techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealist modeling, rendering, and animation of natural phenomena. The course offers a nice balance of t latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

15 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concep facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

16 Point-based computer graphics

Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(8.94 MB) Additional Information: full citation, abstract

This course introduces points as a powerful and versatile graphics primitive. Speakers present t latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

17 Shape & motion: Automated extraction and parameterization of motions in large data sets

Lucas Kovar, Michael Gleicher

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(706.30 KB) mov(24:47 MIN) Additional Information: full citation, abstract, references, citings, index terms

Large motion data sets often contain many variants of the same kind of motion, but without appropriate tools it is difficult to fully exploit this fact. This paper provides automated methods f identifying logically similar motions in a data set and using them to build a continuous and intui parameterized space of motions. To find logically similar motions that are numerically dissimilar search method employs a novel distance metric to find "close" motions and then uses them as inter ...

Keywords: motion capture, motion databases, motion synthesis

18 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan

December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Publisher: ACM Press

Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, references, index terms, review

Texture mapping has become a popular tool in the computer graphics industry in the last few ye

because it is an easy way to achieve a high degree of realism in computer-generated imagery w very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. techniqu ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transforma image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time sc generation, rectification, registration, texture mapping, visual simulators, voxels

19 Techniques for handling video in virtual environments

Gianpaolo U. Carraro, John T. Edmark, J. Robert Ensor

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interact techniques**

Publisher: ACM Press

Full text available: pdf(279.36 KB) Additional Information: full citation, references, citings, index terms

Keywords: VRML, camera placement, virtual environments, virtual worlds

20 Efficient image-based methods for rendering soft shadows

Maneesh Agrawala, Ravi Ramamoorthi, Alan Heirich, Laurent Moll

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interact techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(11.36 MB) Additional Information: full citation, abstract, references, citings, index terms

We present two efficient imaged-based approaches for computation and display of high-quality shadows from area light sources. Our methods are related to shadow maps and provide the associated benefits. The computation time and memory requirements for adding soft shadows t image depend on image size and the number of lights, not geometric scene complexity. We alsc show that because area light sources are localized in space, soft shadow computations are particularly well suited to im ...

Keywords: image-based rendering, raytracing, shadows

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Mon, 23 Jan 2006, 9:03:34 AM EST

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#2 ((cropping image<in>metadata) <and> (object moving<in>metadata))<and> (closer center<in>metadata)